

Task Group: Steal the Crown

Kentucky Academic Standard(s): [KY.1.NBT.4](#)

Numeracy Target: Solve 2-digit \pm with materials by using strategies based on place value

Steal the Crown (with 100 bead rack)

I am learning to add or subtract a single digit number or 10 from a number in the range 1 to 100 with support of a bead rack or bead string.

Materials:

Steal the Crown card game, 100 bead rack or 100 bead string

Directions:

1. Set aside the Crown card face up. Set the bead rack with \$20 to start. Deal each player 4 cards and put the remaining cards face down on the table.
2. The youngest player goes first and begins by putting a card face up on the table and move over that many beads on the bead rack.
3. The next player will put a card on top of that card and will announce the total. (This stack will be called the Treasury). Each time a card is played, the Treasury is adjusted according to the card directions. **Try predicting the Treasury total before moving the beads!** Move beads on the 100 bead rack to show the new total and say the Treasury amount aloud.
4. All players will draw a card after his or her turn.
5. In order to steal the crown, do one of the following:
 - a. Play a specialty card that allows you to steal the crown.
 - b. Play a card that makes the Treasury equal a multiple of 10.
6. When the Treasury equals or exceeds 100, the last card is drawn or the teacher calls the end of time, the player who has the crown wins.